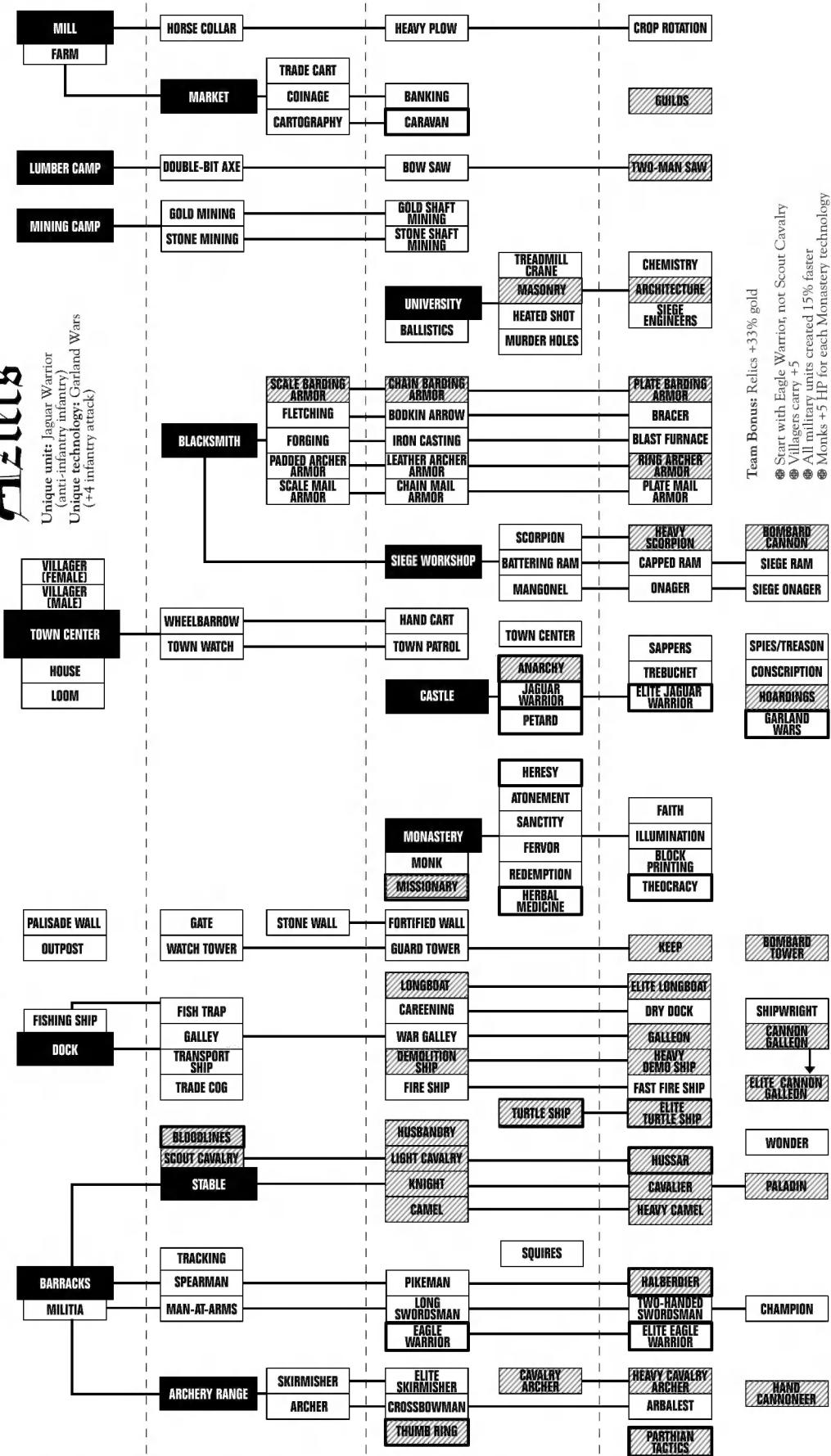


Aztec

Unique unit: Jaguar Warrior
(anti-infantry infantry)
Unique technology: Garland Wars
(+4 infantry attack)

Items new to the Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.



Dark Age

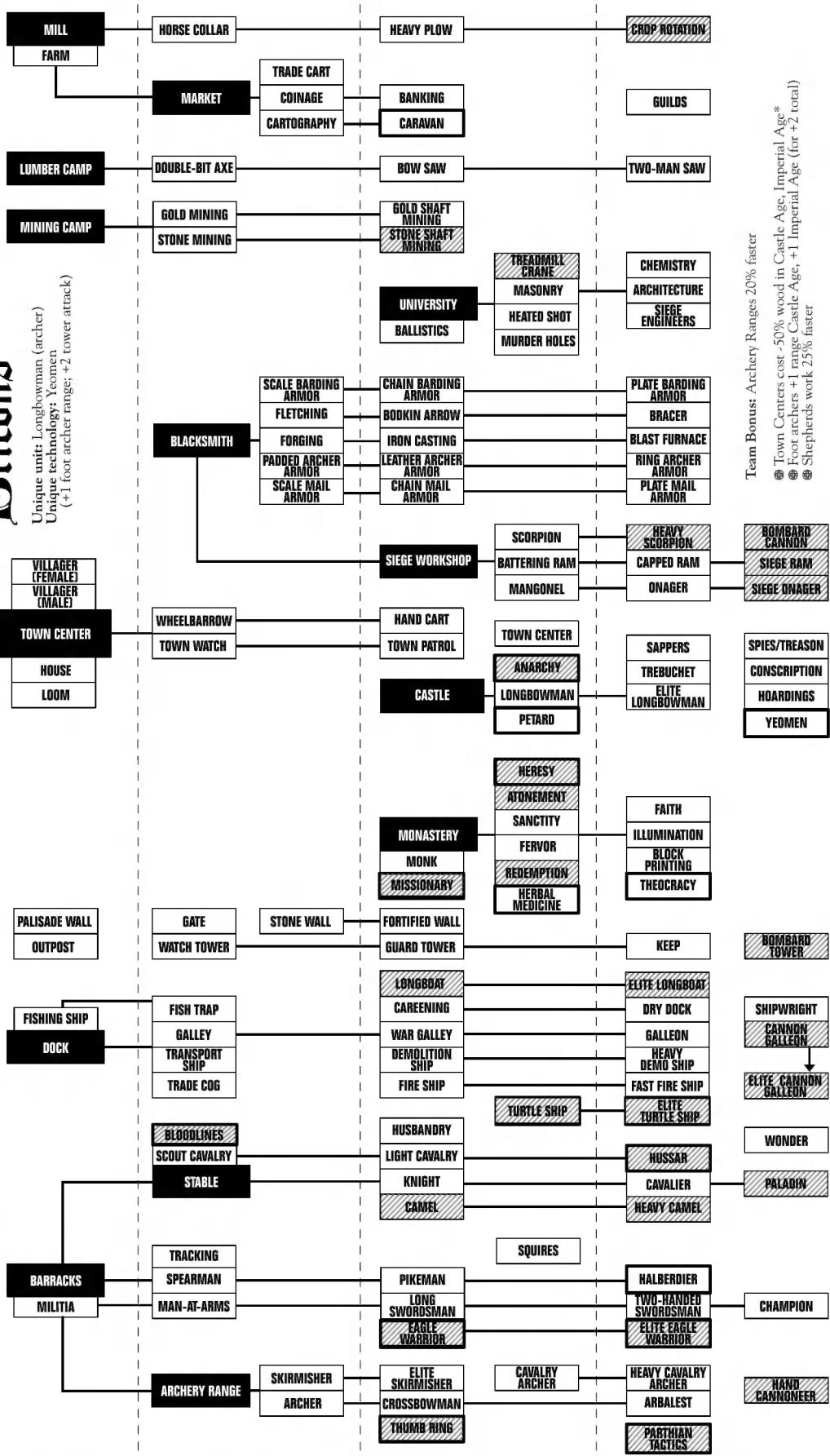
Feudal Age

Castle Age

Imperial Age

Britons

Unique unit: Longbowman (archer)
Unique technology: Yeomen (+1 foot archer range; +2 tower attack)

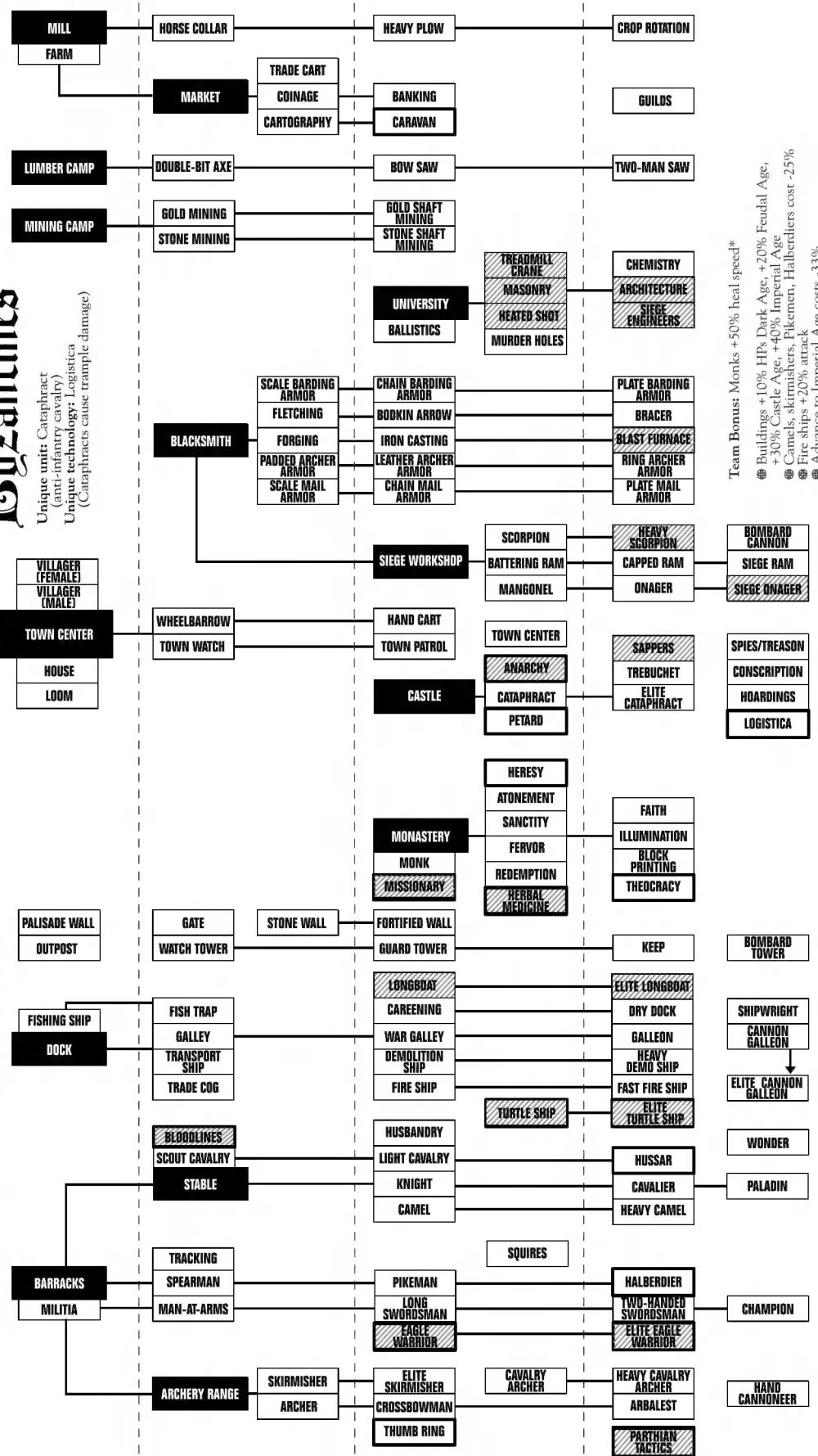


Byzantines

Unique unit: Cataphract (*anci infanterie lourde*)

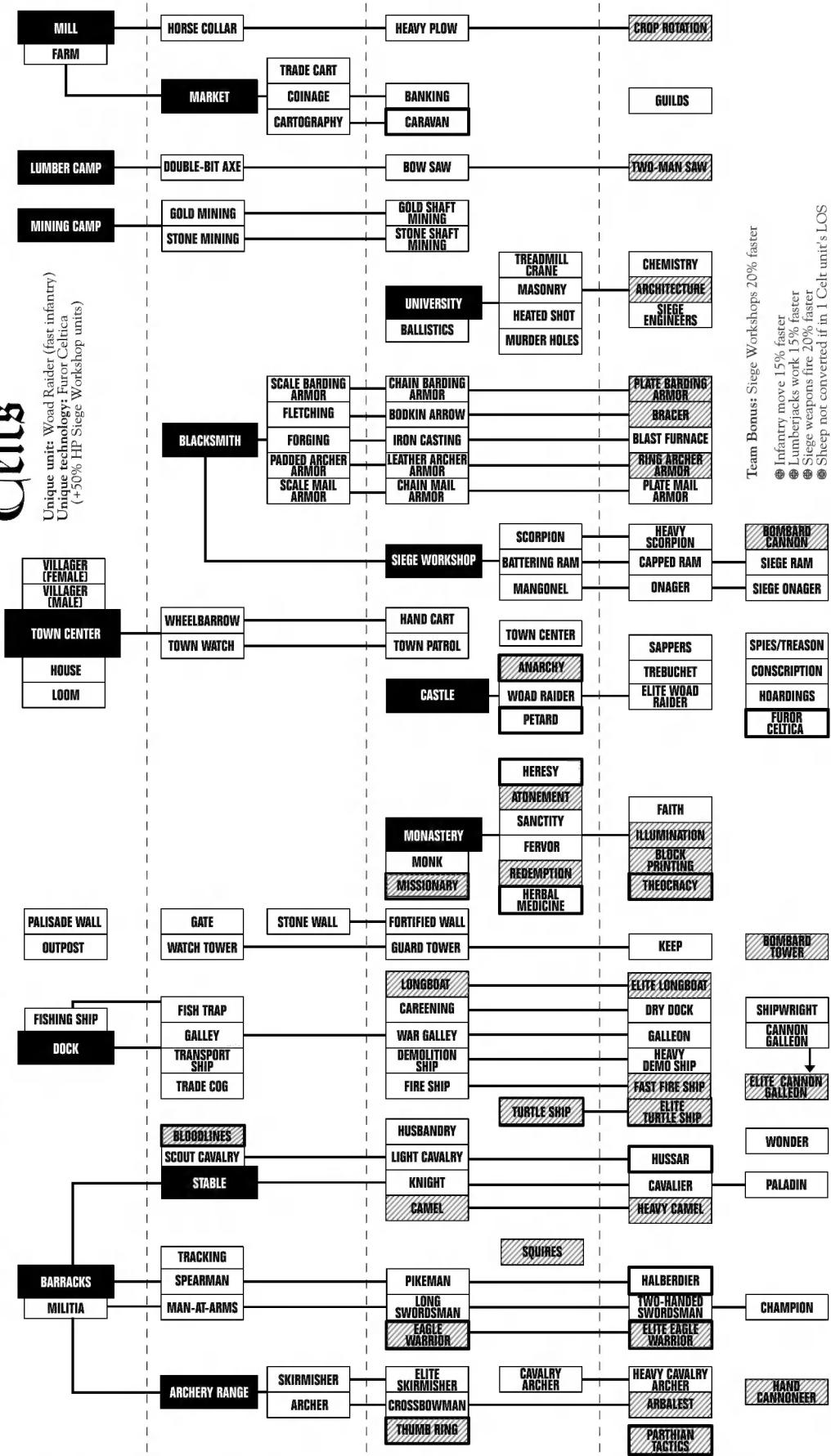
Unique technology: Logistica (Cataphracts cause trample damage (anti-infantry cavalry))

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Celts

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Dark Age

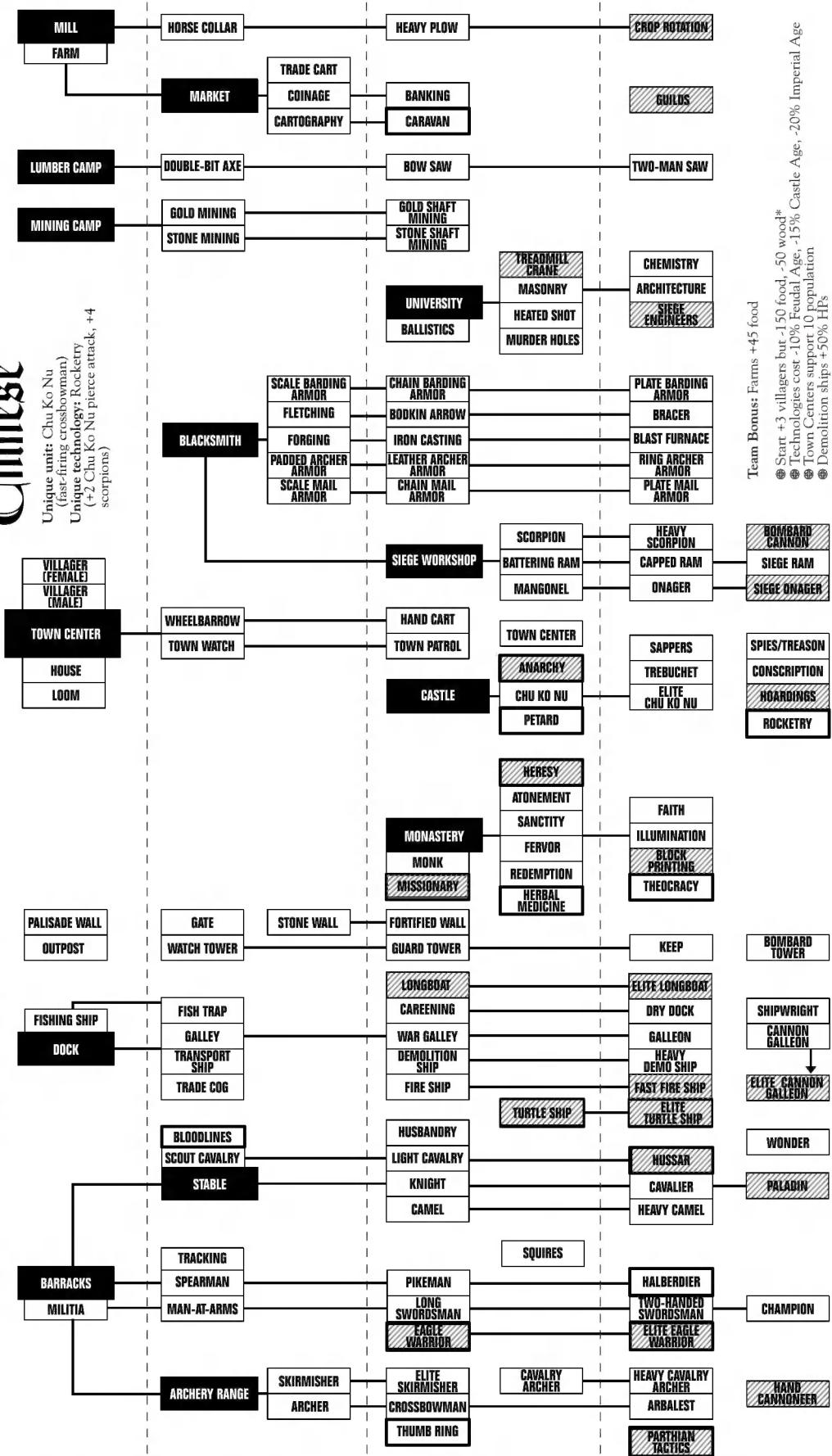
Feudal Age

Castle Age

Imperial Age

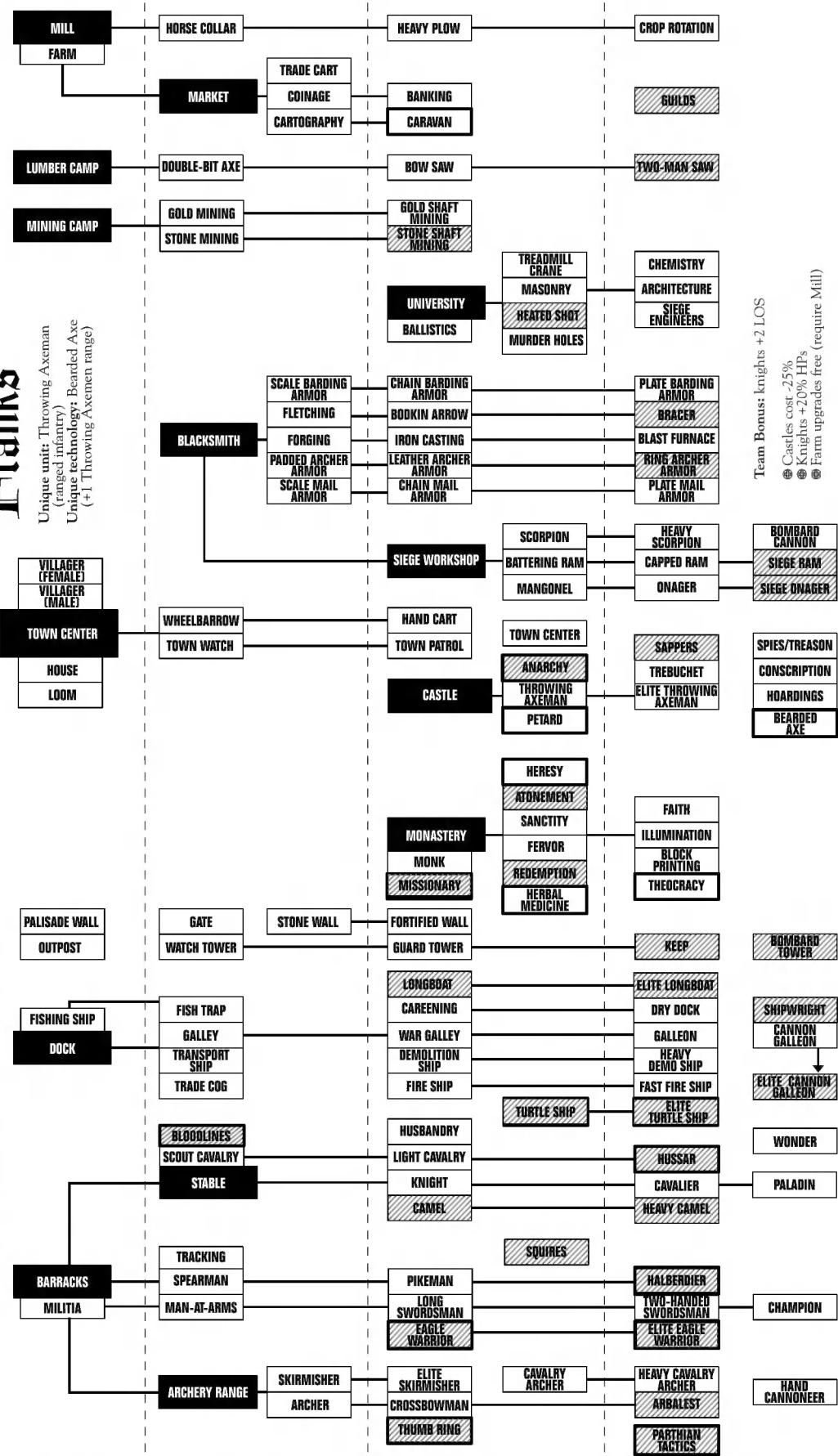
Chinese

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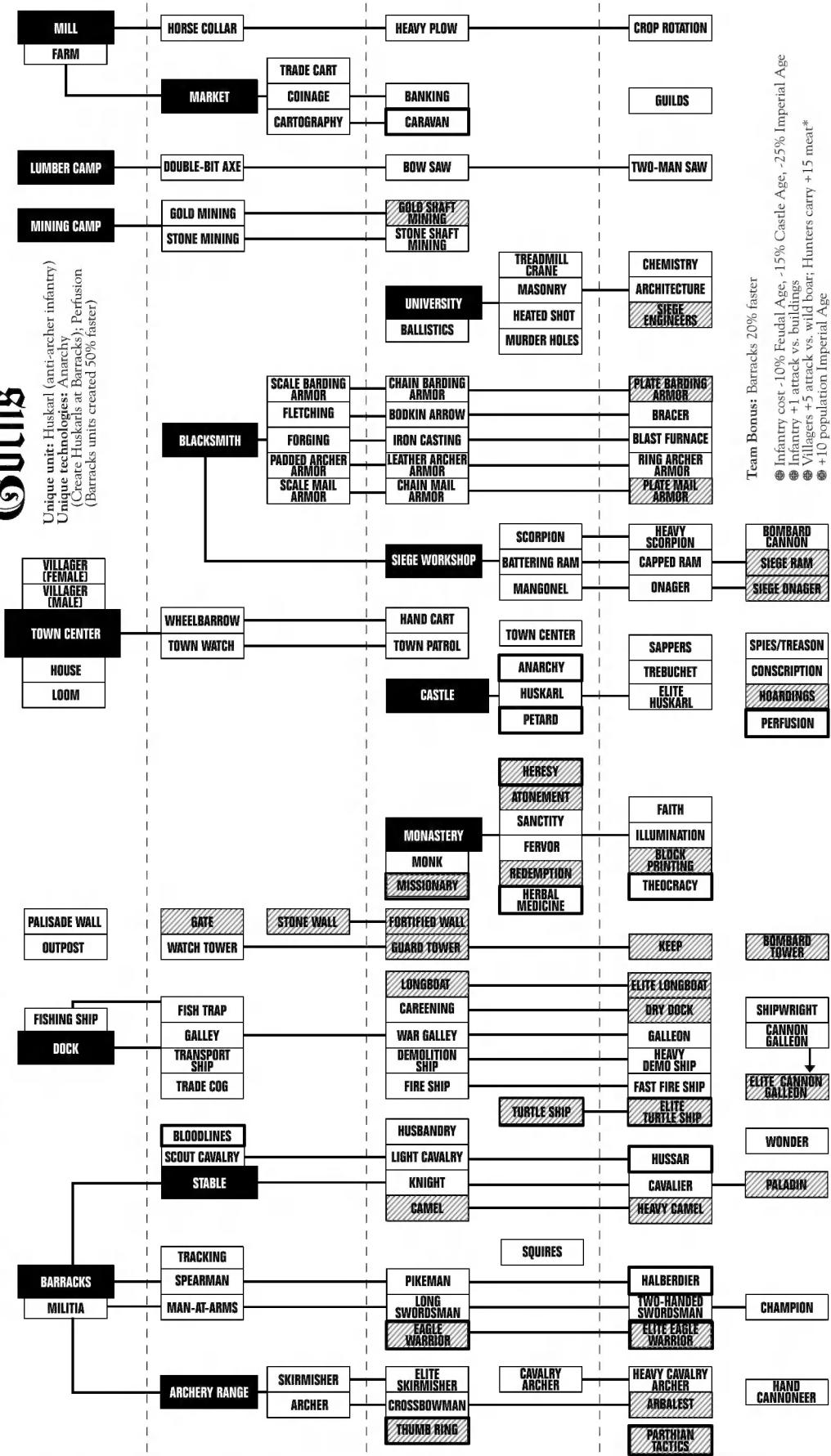
Franks

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Goths

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Dark Age

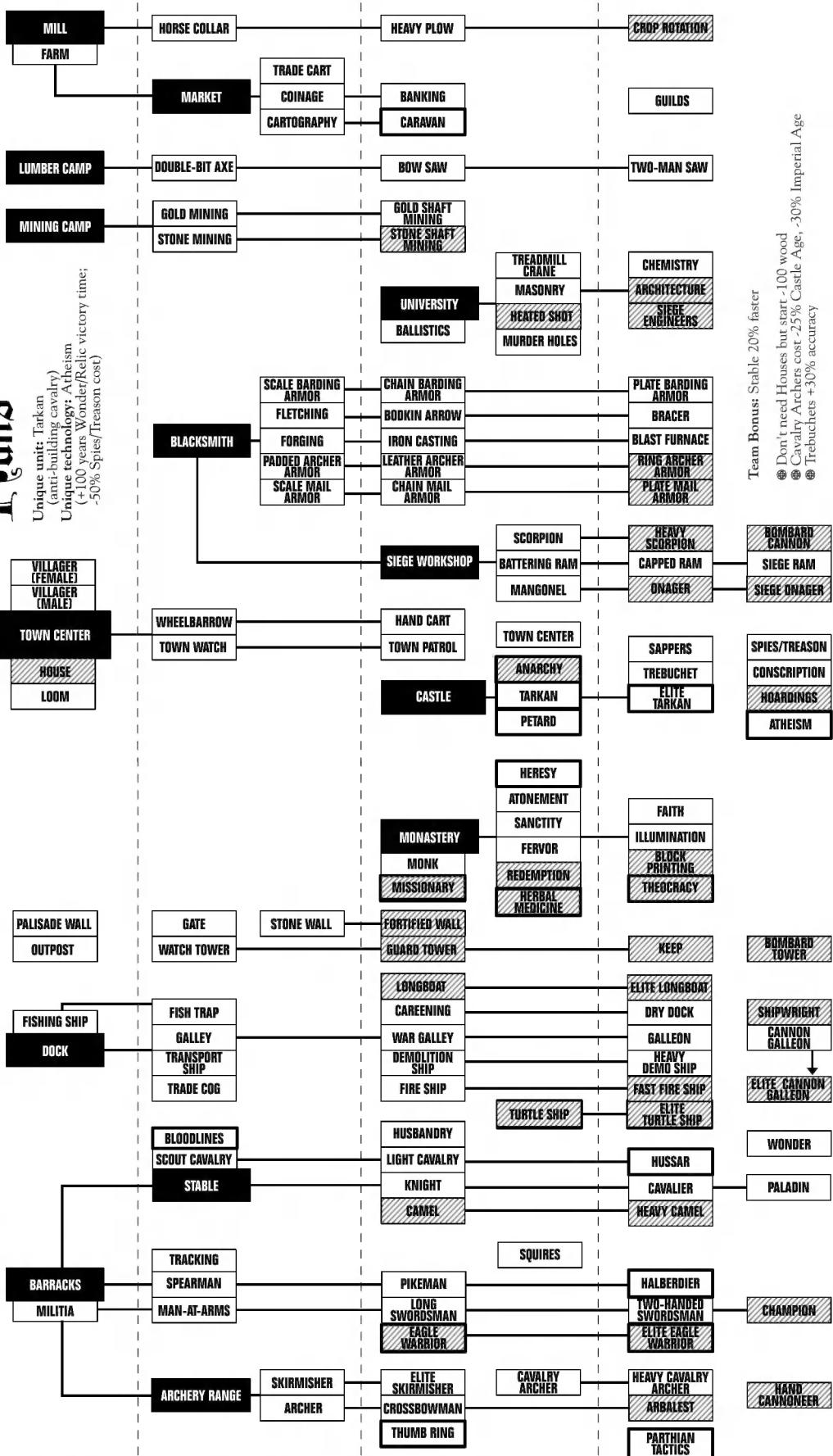
Feudal Age

Castle Age

Imperial Age

Huns

Unique unit: Tarkan
(anti-building cavalry)
Unique technology: Atheism
(+100 years Wonder/Relic victory time;
-50% Spies/Treason cost)



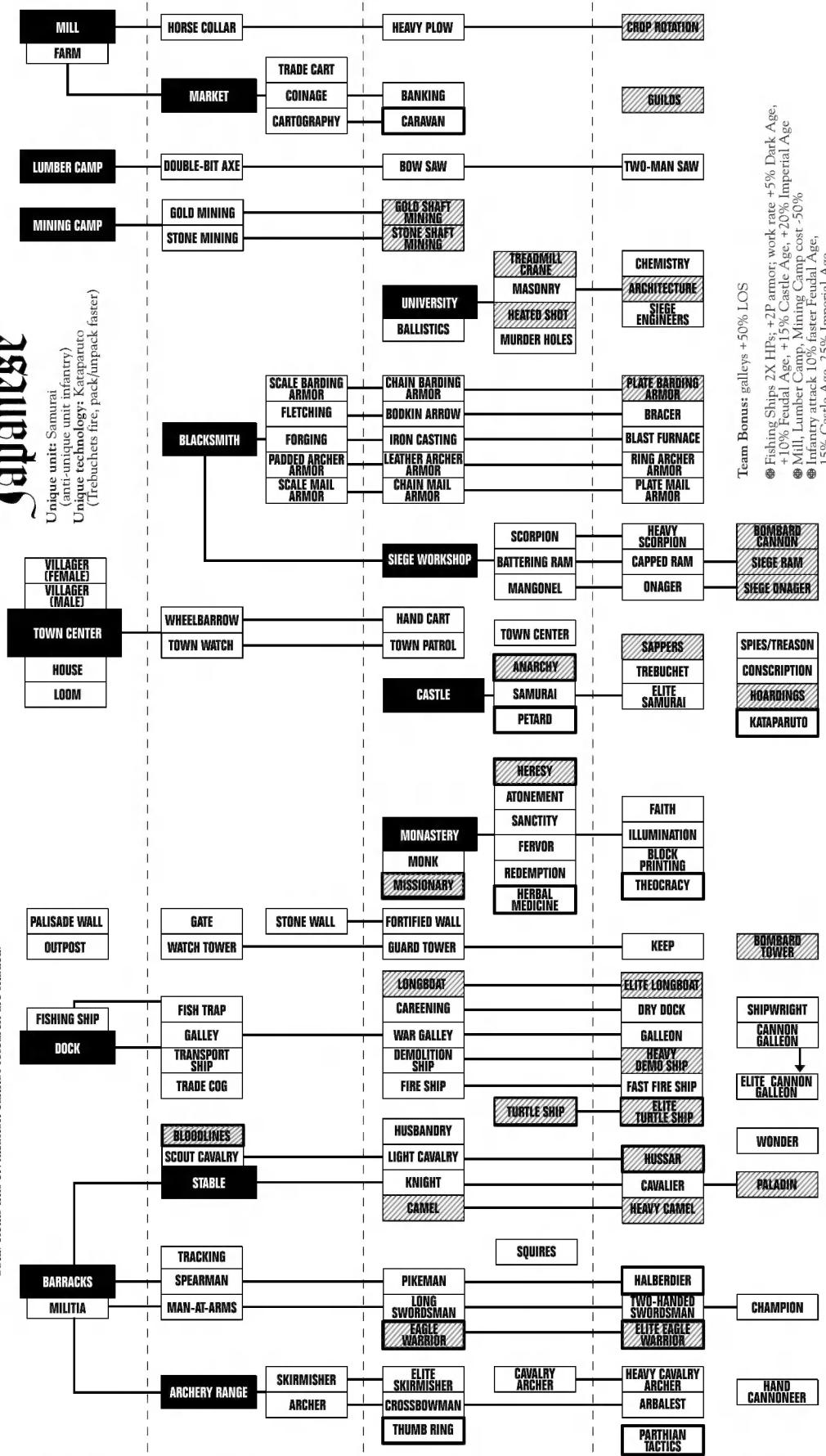
Items new to The Conquerors Expansion are outlined in bold. Items this civilization cannot research are shaded.

Team Bonus: Stable 20% faster
 ☺ Don't need Houses but start -100 wood
 ☺ Cavalry Archers cost 25% Castle Age, -30% Imperial Age
 ☺ Trebuchets +30% accuracy

Japanese

Unique unit: **Samurai**
 Unique technology: **Kataparuto**
 (Trebuchets fire, pack/unpack faster)

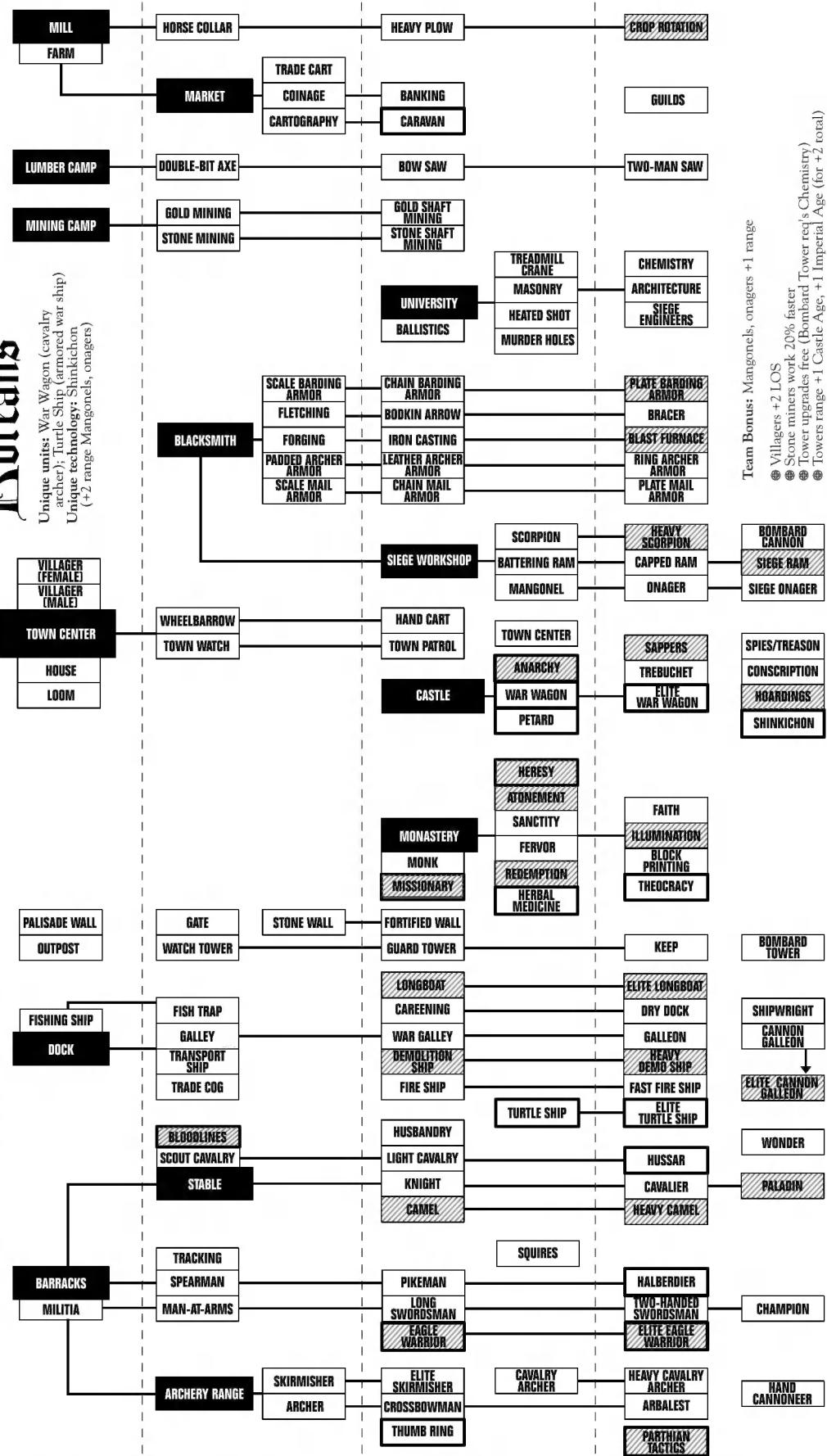
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Koreans

Unique units: War Wagon (cavalry archer); Turtle Ship (armored war ship)
 Unique technology: Shinkichon (+2 range Mangonels, onagers)

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Dark Age

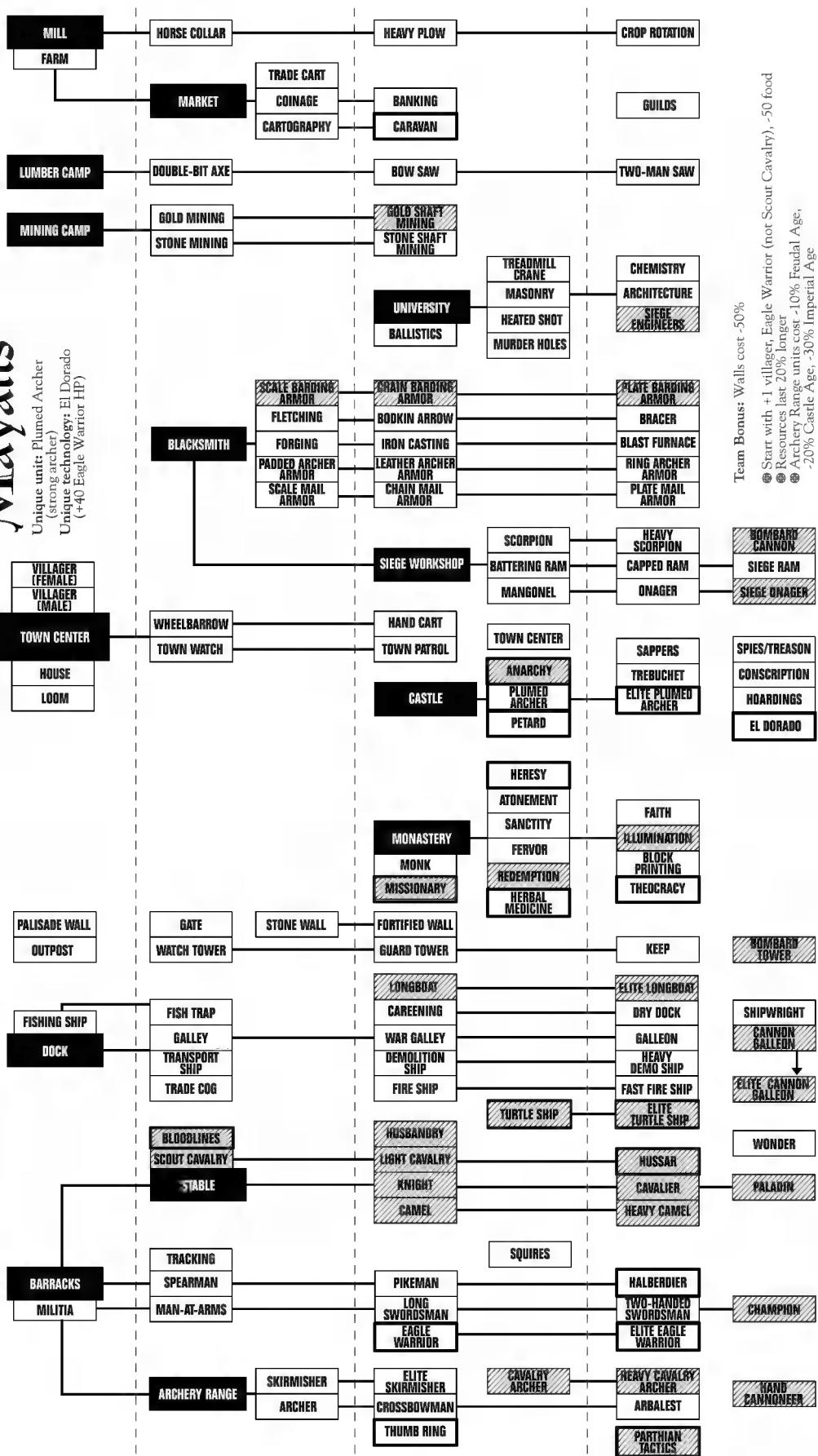
Feudal Age

Castle Age

Imperial Age

Mayans

Unique unit: Plumed Archer
(strong archer)
Unique technology: El Dorado
(+40 Eagle Warrior HP)



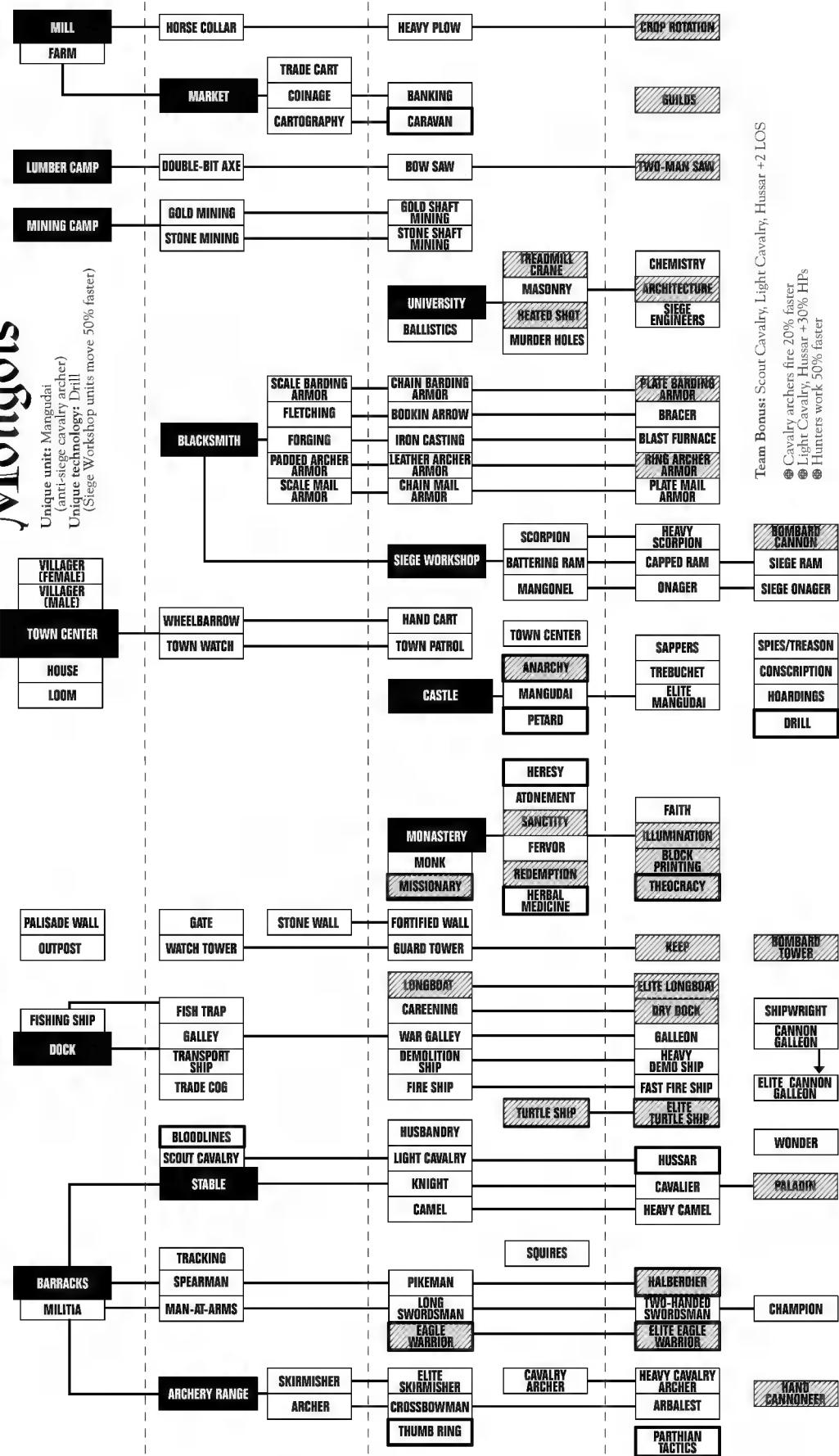
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Mongols

Unique unit: Mangudai
(anti-siege cavalry archer)

Unique technology: Drill
(Siege Workshop units move 50% faster)

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Dark Age

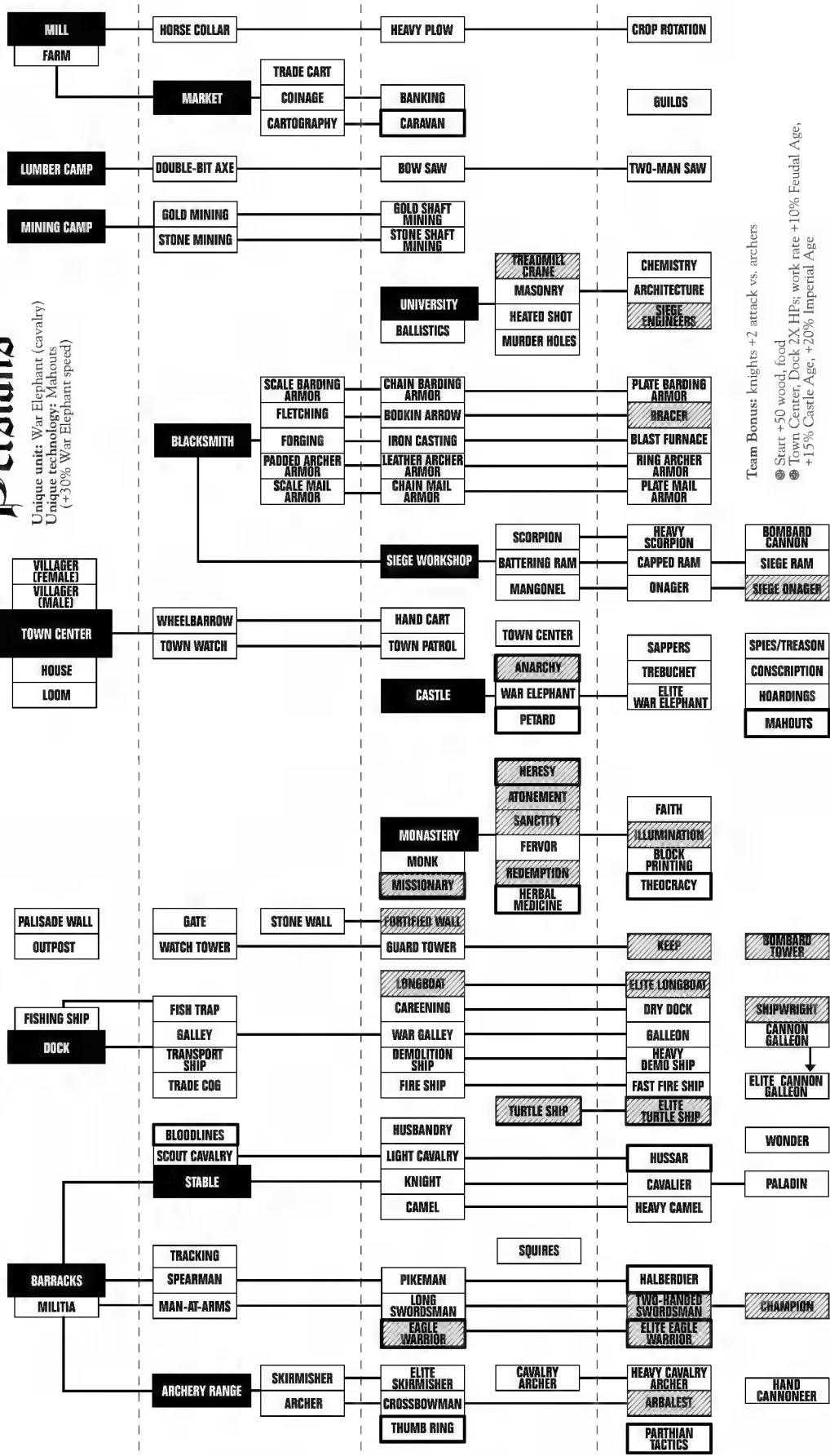
Feudal Age

Castle Age

Imperial Age

Pergam

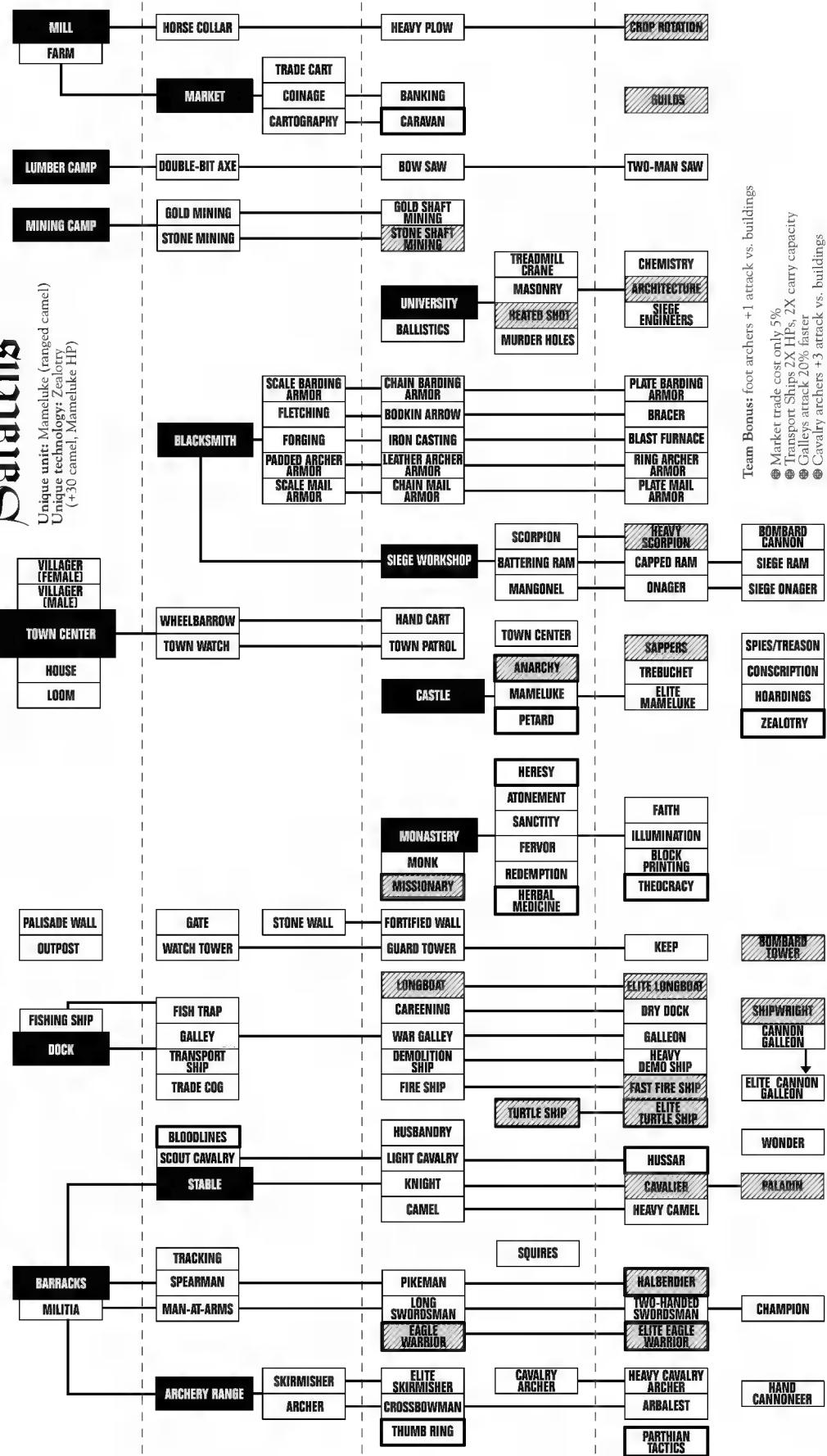
Unique unit: War Elephant (cavalry)
Unique technology: Mahouts (+30% War Elephant speed)



Saracens

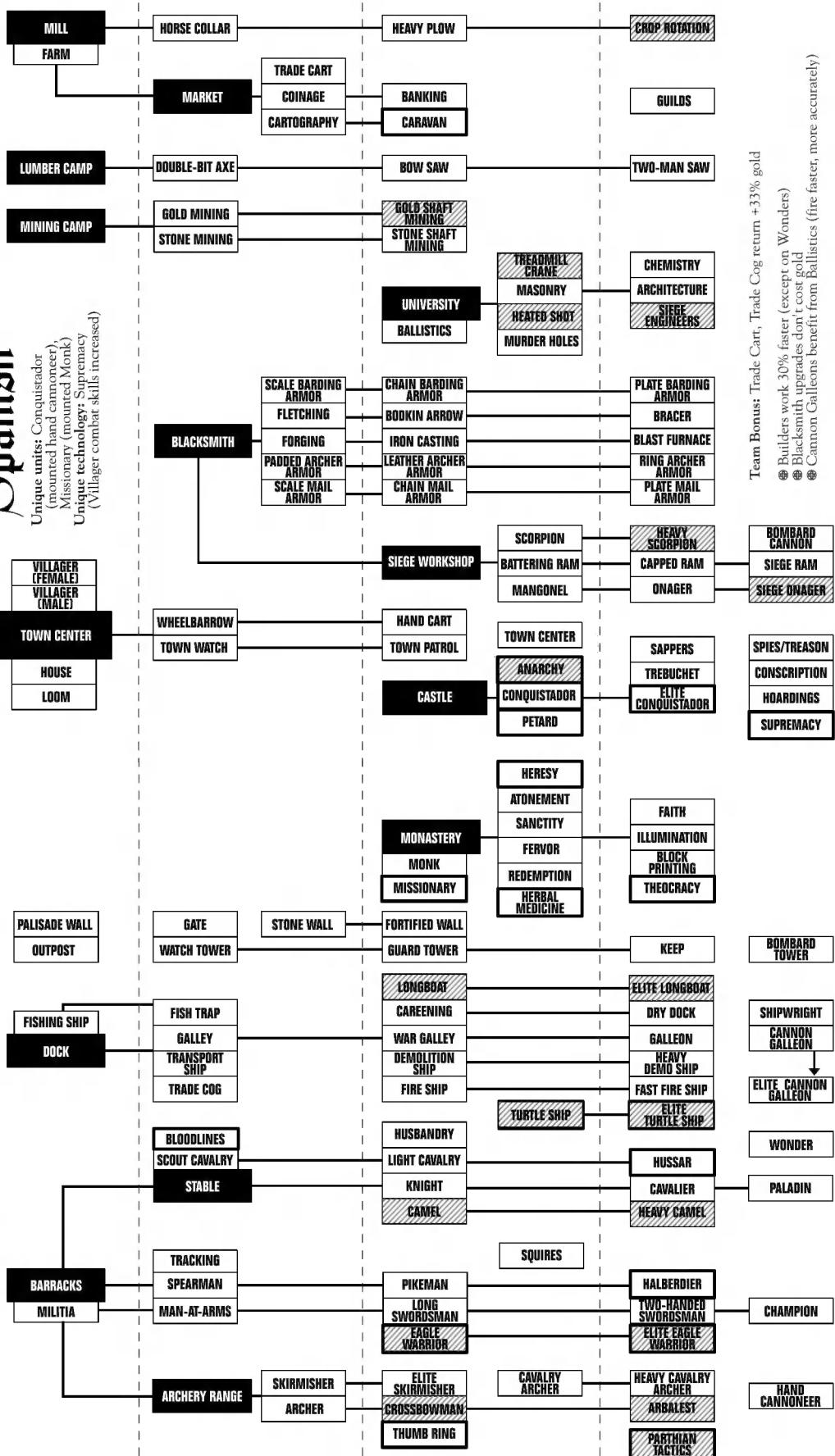
Unique unit: Mameluke (ranged camel)
Unique technology: 7calibry (+30 camel, Mameluke HP)

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Spanish

Unique units: Conquistador
(mounted hand cannonery)
Missionary (mounted Monk)
Unique technology: Supremacy
(Villager combat skills increased)



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Dark Age

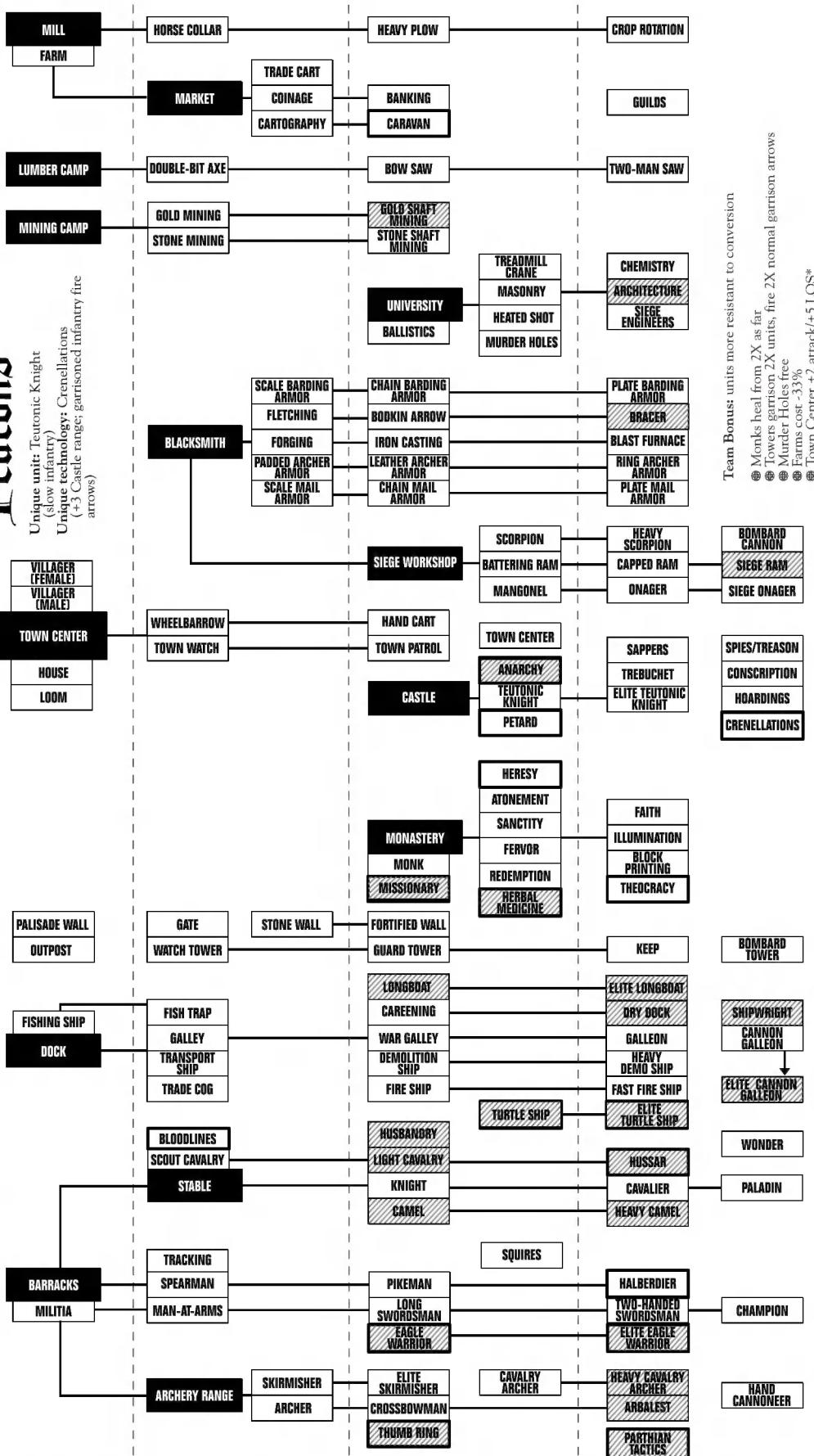
Feudal Age

Castle Age

Imperial Age

Teutons

Unique unit: Teutonic Knight
(slow infantry)
Unique technology: Crenellations
(+5 Castle range; garrisoned infantry fire arrows)



Dark Age

Feudal Age

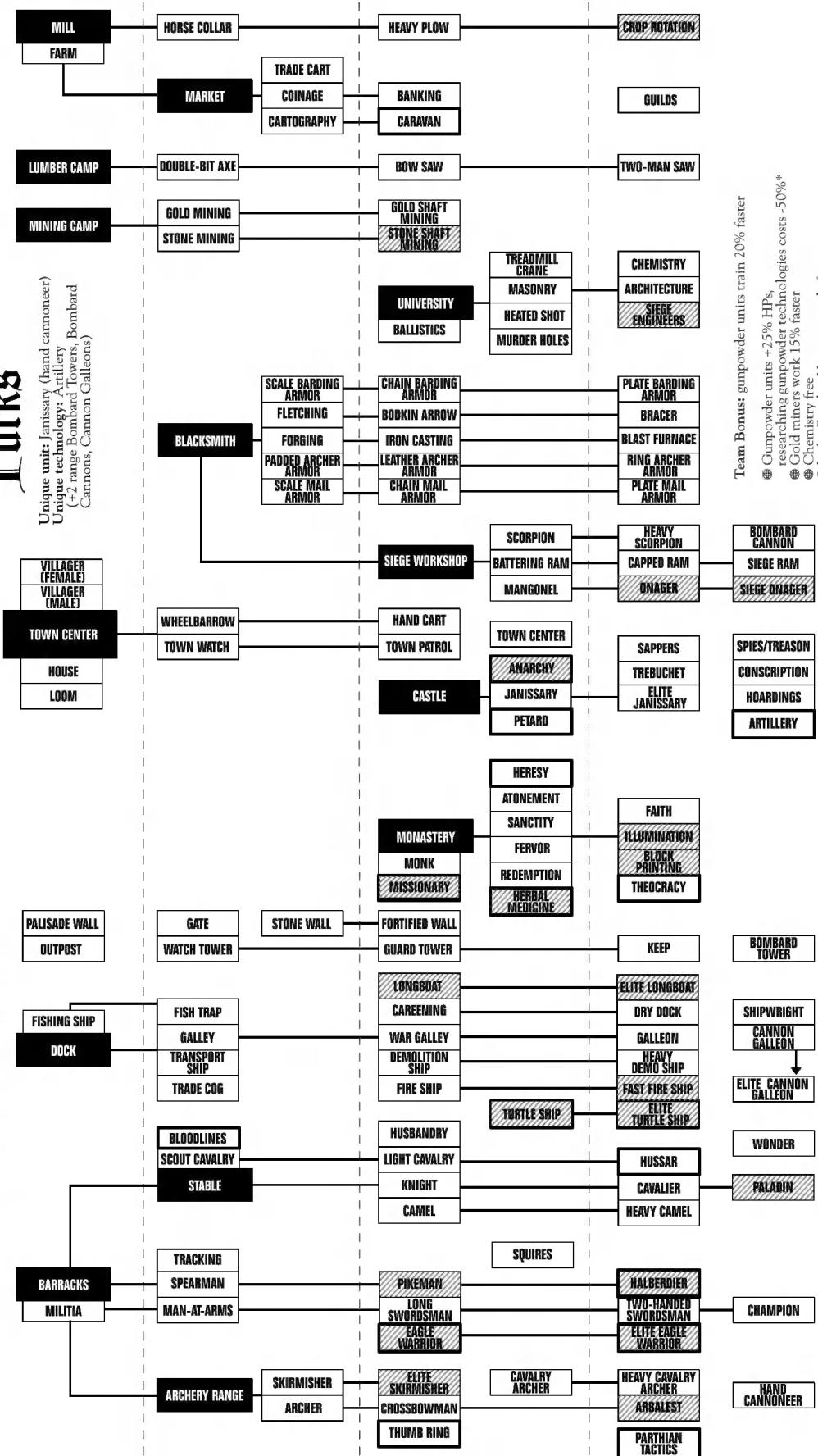
Castle Age

Imperial Age

Turks

Unique unit: Janissary (hand cannoneer)
 Unique technology: Artillery
 (2 range Bombard Towers, Bombard Cannons, Cannon Galleons)

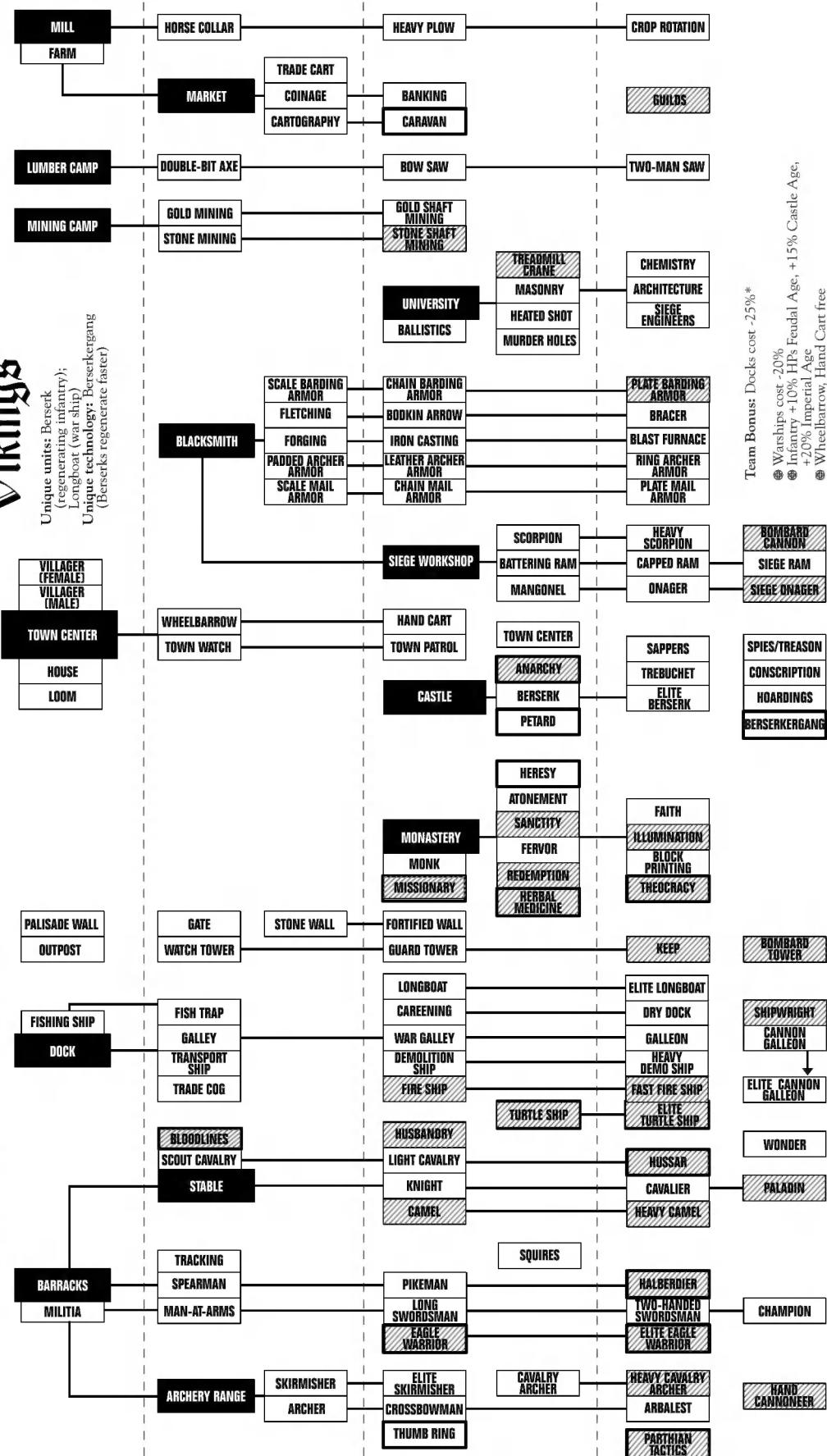
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Vikings

Unique units: Berserk
(regenerating infantry);
Longboat (war ship);
Unique technology: Berserkgang
(Berserkers regenerate faster)

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Dark Age

Feudal Age

Castle Age

Imperial Age